

Fitt's Law

A Quick Learning

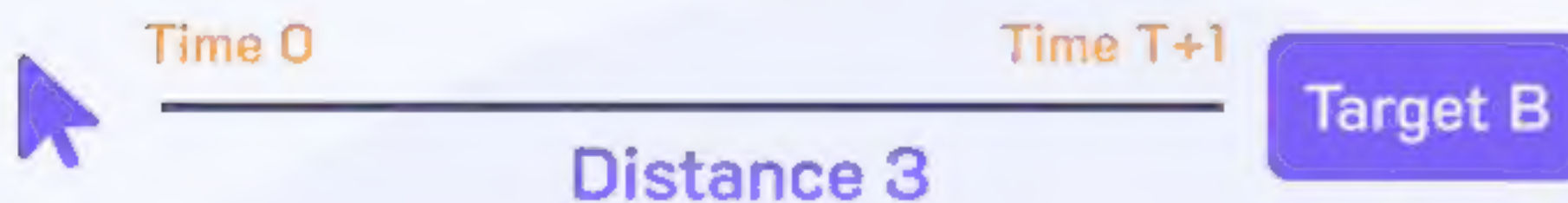
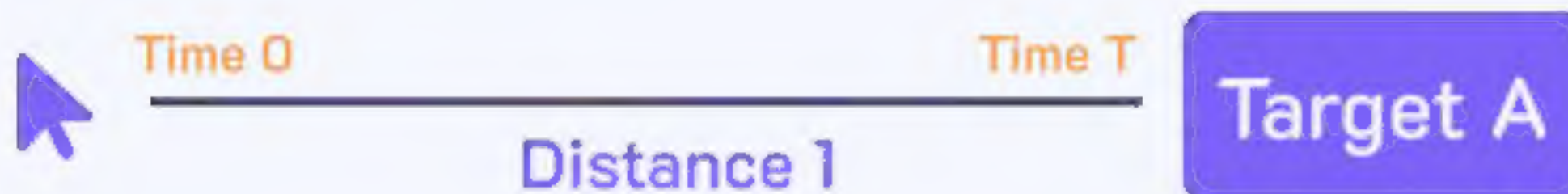
Definition

Time acquiring is directly proportional to the distance and inversely proportional to the target's size.

Formula

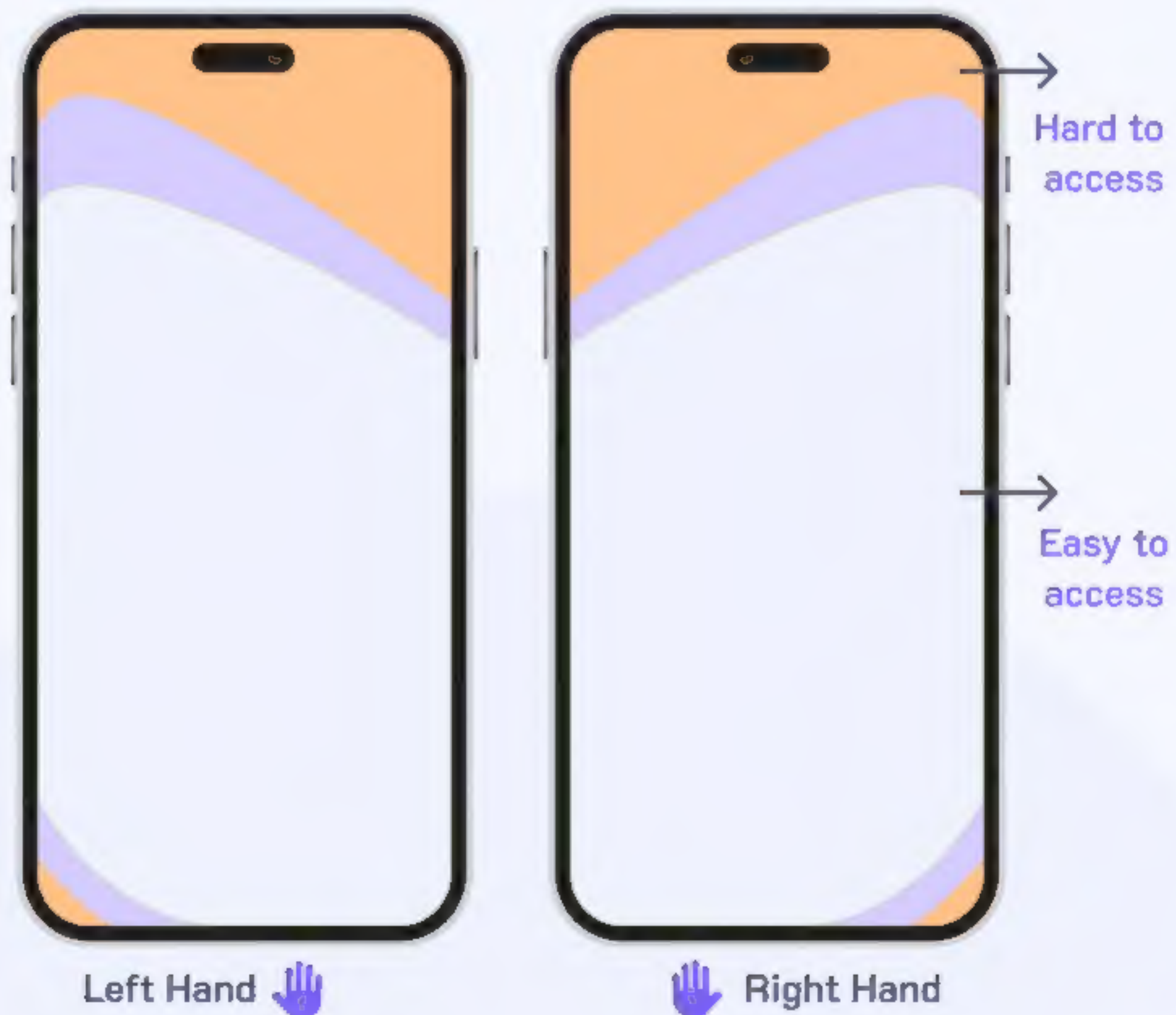
$$\text{Time Acquiring} \propto \frac{\text{Distance of Target}}{\text{Size of Target}}$$

Working



Applicable

Make your primary and important actions and buttons in easy access thumb zone.

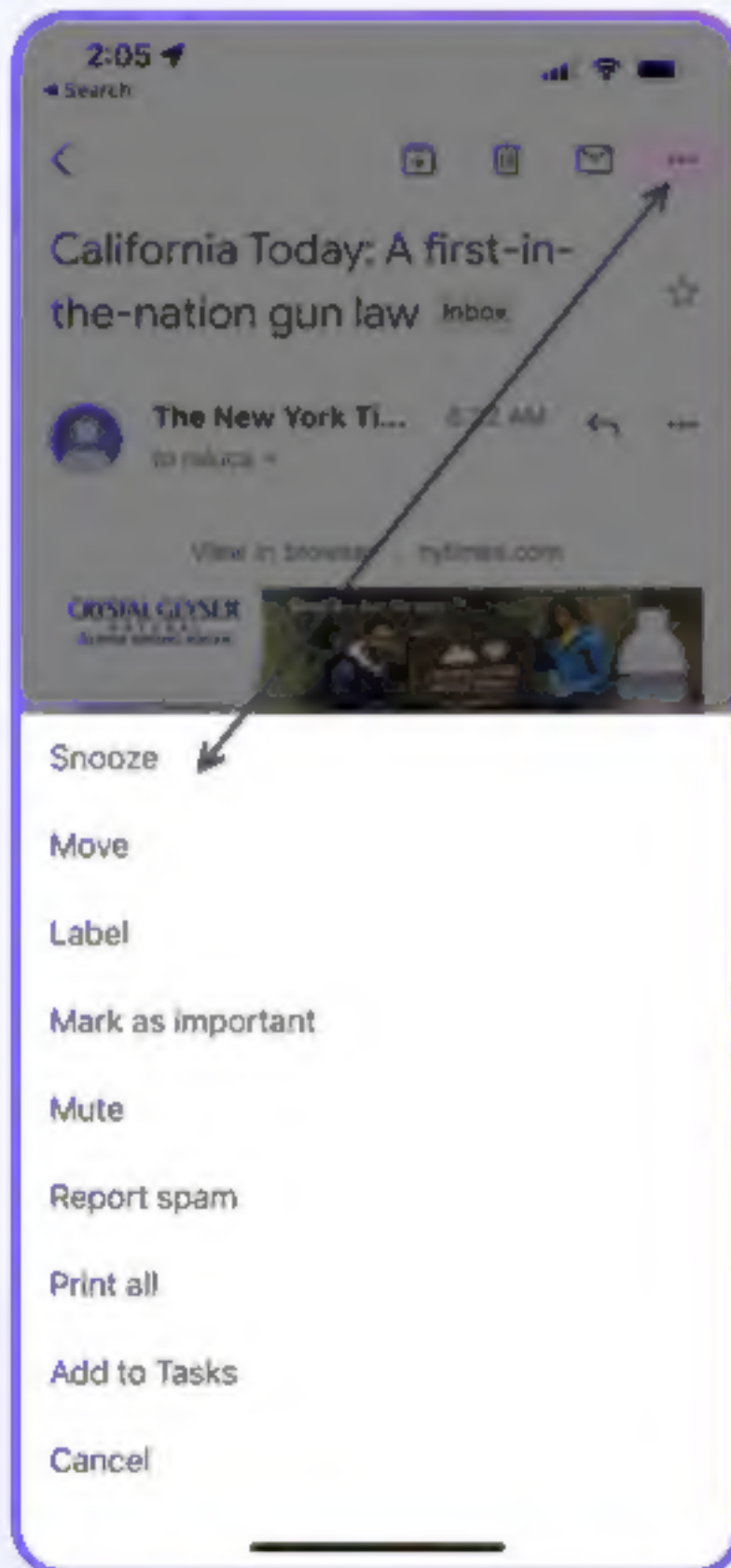


Larger Target

Make target and design element larger, which should have clear boundaries and entirely clickable.



Practical Examples



Practical Examples





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